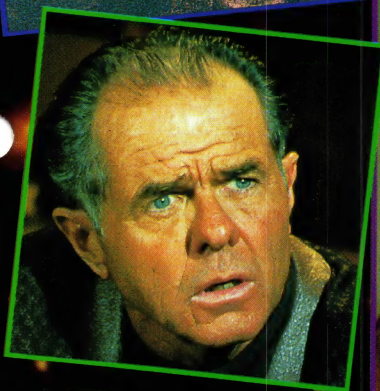




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Dr. Crusher's Career
A life dedicated to healing

Profile on the Sakari
Camouflaged for survival

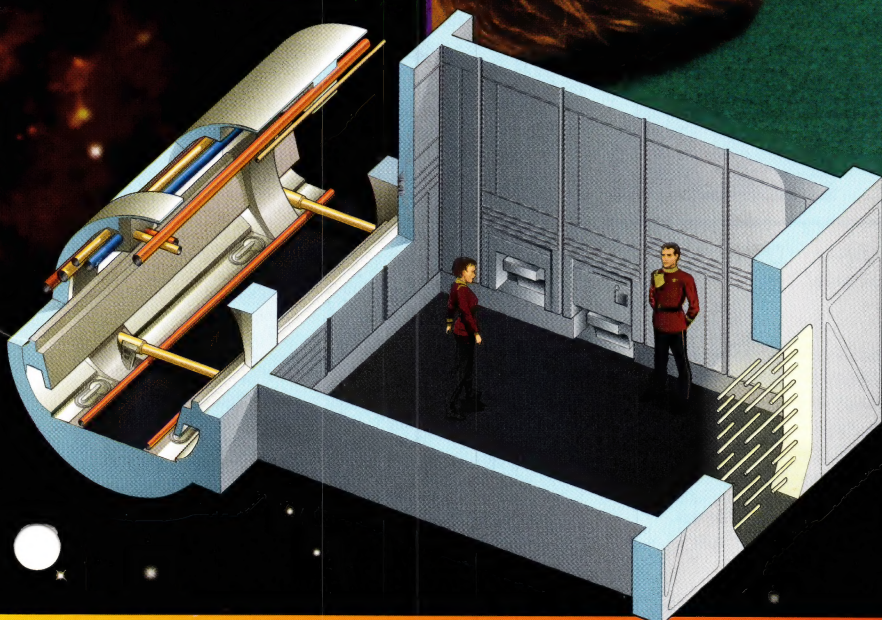
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A wily STARFLEET lawyer

Promellian Battle Cruiser
Interiors of a 1000-year-old ship

The Fal-tor-pan Ritual
Life after death for Vulcans



Death wish of a Q
Finding immortality a bore



U.S.S. ENTERPRISE NCC-1701-A
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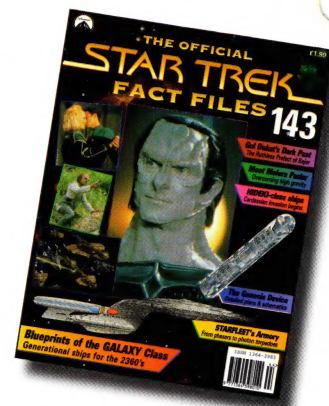
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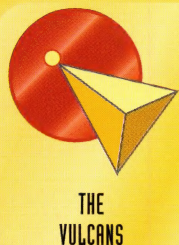
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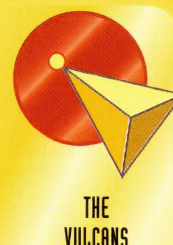
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The Guide to the STAR TREK Galaxy

FILE 8 CARD 13

FAL-TOR-PAN



The ritual known as the **fal-tor-pan** is a legendary ceremony from the distant past of the Vulcan civilization. It can rejoin the mental essence of a mind with the living matter of the body.


It is the Vulcan way to **mind-meld** with another when death is close, so that although the body may die, the mind can live on. By mind, Vulcans mean "everything that was not of the body," and to this they give the name **katra**, or living spirit. This is a Vulcan's very essence, what humans might call a soul. Entrusting one's katra to another's mind preserves a part of the deceased's spirit. If such a transfer is not performed, everything that Vulcan was and knew is lost forever.

The preservation of the katra is of vital importance, therefore, and any Vulcan would strive to entrust their living spirit to another,

no matter what the circumstances of death. Preferably, the holder of the katra is chosen carefully, such as a close relative or friend, but in an emergency, even an alien mind will do.

An ancient secret

It is against tradition for a Vulcan to speak openly of the transference of the katra, and the bearer instinctively knows they must return with it to Vulcan's **Mount Seleya**. The need is imperative, for while intertwined both minds suffer mental torment. If the body can be revived, according to Vulcan mysticism, it can be refused with the katra. In the 23rd century, this

 In 2285, the Vulcan High Priestess **T'Lar** is called upon to perform the **fal-tor-pan** ceremony for **Spock**. She draws his dormant katra from the mind of **Dr. Leonard McCoy** and returns it to **Spock's** regenerated body.



procedure is called up from legend and put to use to rejoin **Spock's** katra with his regenerated body. This most sacred of practices is effected with a solemn ritual – the **fal-tor-pan**. **T'Lar**, the High Priestess presiding at **Spock's** fal-tor-pan, doubts the wisdom of invoking a rite that is believed to be mere legend. No historical record exists of a fal-tor-pan being performed, although knowledge of the ancient ritual has remained intact.

The fal-tor-pan, or

refusal, must be requested by a family member on behalf of the deceased. The High Priestess will warn that it is dangerous to both the dead Vulcan and to the living bearer of the katra, who therefore retains the right to decline. If the bearer is willing, the High Priestess will do everything in her power to return the katra to its rightful body.

The ceremony begins at the base of **Mount Seleya**. A pair of acolytes wearing formal tunics and capes,

and bearing ceremonial pikes, await the party bringing the subject. Huge stone torches form the entrance to the great stone stairway that leads to the top of the mountain.

Atop Mount Seleya


At the summit, the party passes through a small opening in a huge cylindrical structure astride a butte, and crosses a narrow stone bridge to another butte upon which sits a large, bowl-like structure. Steps lead down into the bowl and at the opposite end, steps lead up to a platform where the ritual takes place. Two altars, each with a robed attendant, await the participants. A pair of monoliths, austere and imposing, flank the platform. An attendant, at the base of the stairs, rings a gong as the party enters the ceremonial arena, while a pair of white-robed, male attendants lead the party. The body, carried prone on a litter, follows closely behind. Six female attendants in white gowns surround the body, and each lays a hand upon it. The remaining members of the party follow closely behind in utter silence.

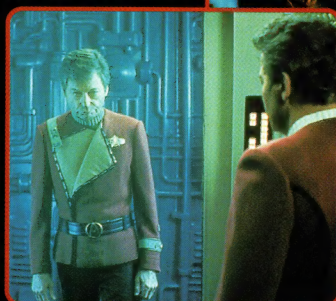
The body of the deceased is placed on one of two altars, and the white-gowned priestesses stand


"REMEMBER ..."

From mind to mind


The death of Captain **Spock** of the **U.S.S. Enterprise** sets off a chain of events that take his colleagues, Admiral **James T. Kirk** and **Dr. Leonard H. McCoy**, on a long and costly journey. In 2285, **Spock** dies in the **Enterprise's** engine room as he saves the ship from destruction by the **Genesis Device**. **Kirk** arrives too late to save him, but unknown to the admiral, **Spock** has placed his katra into the mind of **McCoy**. On their trip back to Earth, **McCoy** begins to exhibit signs of mental instability rising from the conflicting minds within him, and after a confrontation with **Spock's** father **Sarek**, **Kirk** realizes that he must take **McCoy** back to the **Genesis Planet** in order to retrieve **Spock's** body and return him to **Mount Seleya**. Neither **Kirk** or **McCoy** are prepared for the incredible rebirth and regeneration of **Spock's** body, thanks to the **Genesis Effect**.

 The power of **Genesis** regenerates **Spock's** body, aging him in a matter of hours from a newborn child, to a youth, and finally to a man, but his spirit is absent.



 After conferring with **Sarek**, **Kirk** discovers that it is **Dr. McCoy** who holds **Spock's** katra – the essence of his mind, thus leaving both minds in agony.



 **Kirk** suspects that **McCoy** has lost his mind, but in fact he has gained another: **Spock's** katra lurks within his tortured psyche, lost and beyond **McCoy's** control.





THE
VULCANS

The Guide to the STAR TREK Galaxy

FILE 8 CARD 13

FAL-TOR-PAN



THE
VULCANS

As part of the fal-tor-pan ritual, several priestesses accompany the body of the Vulcan in question to the top of Mount Seleya, symbolically guiding it.



Young adepts and acolytes take part in the fal-tor-pan ritual; as the years pass, they may grow to become High Priests themselves.



Before the ritual begins, Spock's father, Sarek, touches his son's mind, preparing it to receive the katra once more. It is unknown if this gesture is merely symbolic.



After the refusal ritual ends, Spock's friends from the ENTERPRISE watch and wait with trepidation; although McCoy has come through unscathed, they fear that Spock may have changed.

to one side. The Vulcan High Priestess lays a hand on the head of the body, as though preparing to perform a mind-meld. She cries out "**fal tor pali kahr!**" and the gong is struck again.

Rebirth of spirit

The High Priestess formally instructs the family representative to request the fal-tor-pan. The bearer of the katra is given the opportunity to decline the ceremony, but upon

agreeing to proceed lies down on the second altar. Acting like a living conduit, the High Priestess stands between the two altars and lays a hand on both the face of the deceased and the face of the bearer, transferring the katra to the awaiting body. She speaks the words "**Ben val navoon!**" and the process begins. Tremendous electrical energy surges throughout the arena, as demonstrated by Spock's fal-tor-pan, the only one

VULCAN FACTS

In ancient times the Vulcans used telepathy as a weapon, through devices such as the Stone of Gol.

The fal-tor-pan uses a mental link similar to a Vulcan mind-meld.

Vulcan culture is regimented and rife with rituals and ceremony, such as the koon-ut-kal-if-fee.

The temple at Mount Seleya is set upon the top of a tall, thin mesa in Vulcan's most mountainous region.

To reach the temple for the ritual, one must climb the many steps of Mount Seleya.

known to be witnessed by non-Vulcans. It is clear also, from Spock's refusal, that these surges telepathically effect the Vulcans present. The process continues for several hours. When it is done, the gong is again struck to signal the end of the ritual.

Ready for a new life

The attendants now leave; first the white-robed women, then the High Priestess borne on a litter. The participants depart, one freed of the katra, one reunited with it. The newly re-fused Vulcan is fitted with a ceremonial robe, and surrounded by the remaining attendants. Only time will tell if this mystical procedure is completely successful.

A CEREMONY FROM AGES PAST

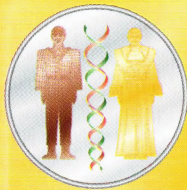
The Refusion

The fal-tor-pan is a powerful and disorienting psychic experience for both the subject and those who perform the ancient rite. An age-old relic from the dim and distant past of the Vulcan peoples, it dates back to the days before the logical teachings of Surak. A Vulcan who has been through the rigorous telepathic refusion must be reintroduced gently to their renewed corporeal existence. The aftermath of the ritual is followed by an intense period of reeducation as the resurrected subject exhibits bewilderment, and is often only able to remember vague impressions of their former life. In the first few moments after his refusion, Spock is unable to remember even the names and faces of the men and women with whom he has served for decades. After a snatch of conversation with Admiral Kirk, however, elements of Spock's memory return to him and he addresses his old friend by name. "Jim," he recalls, "Your name is Jim."

Spock is not without a few ill-effects from his odyssey through death and beyond; in the wake of the ceremony, his mind is in turmoil.

At last, McCoy's mind is his own once more. T'Lar's completion of the ritual has taken Spock's katra from his psyche and restored it to its rightful place.





OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 111



OTHER GROUPS
AND RACES

THE SAKARI

The **Sakari** were once a peaceful, technologically advanced race dwelling on the surface of their planet. Their cities were surrounded by beautiful forests and bathed in sunlight — until the arrival of the **Borg**, who forced them to abandon their civilization for a life underground.

For many years, the **Sakari** of the **Delta Quadrant** lived an idyllic life in a colony on the surface of a **Class-M** planet, the fourth world from its system's sun. They were a technologically advanced race and made good use of their planet's abundance of the mineral **gallicite**, a natural power source, in constructing their cities.

Sadly, the Sakari's peaceful existence was shattered forever by the arrival of invaders — unidentified at the time,

but recognized approximately 50 or 60 years later by the crew of the **U.S.S. Voyager NCC-74656** as the **Borg** — who attacked suddenly and without provocation. The Sakari attempted to resist the assimilation of their species, managing to disable at least one Borg drone in the process, but within the space of an hour the planet was devastated and many had fled their homes. With nowhere else to go, the survivors took refuge in the deep and intricate mine tunnels

▶ **The Sakari live a covert existence, masking their existence from alien visitors.**

that had been constructed to extract the gallicite from their planet's mantle.

Subterranean move

When the invaders finally left their world, the Sakari chose to remain underground, relocating their society to the network of mine shafts; they believed this offered the best chance of protection for their species. The area is subject to quite severe

seismic instabilities, but the Sakari are able to monitor these with devices worn on a belt, that detect impending tremors. As an extra precaution against future invasions, the Sakari created the impression that their world is uninhabited by hiding or destroying what remained of their cities on the surface. The few ruins that do survive are clearly long abandoned.

By masking the presence

of the gallicite, they hoped to prevent other races from arriving to mine the rare mineral. In addition to these extreme measures, the Sakari put in place a technologically advanced system to prevent their biosignatures from being detected by orbiting vessels or landing parties.

Camouflage

Should these extreme measures fail, the Sakari take even further steps to hide themselves from the eyes and sensors of alien visitors. Their skin is colored in shades of muted grays and browns which, when combined with their similarly toned form-fitting clothing and matted, moss-like hair, provides them with effective camouflage among the rock formations of the subterranean caves. This, combined with a series of concealed entrances and trapdoors, allows them to appear and disappear as if from nowhere.



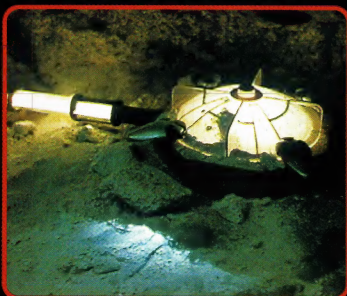
SAKARI TECHNOLOGY

Veiled science

Where once great cities stood, dazzling in the sunlight, now only crumbling ruins bear testimony to the Sakari civilization. After the peaceful Sakari were forced to defend their species against the hostile force of the Borg collective, a cautious xenophobia was spawned. They became suspicious of all other offworld visitors and took great pains to hide their existence from any potential alien invaders; the Sakari decided to remain in the dark mines to which they fled from the Borg and use their technology to present the appearance of an uninhabited planet. They mask the presence of the mineral gallicite, and their technology is adapted into a system that can veil their biosignatures from detection by alien vessels.



▶ **The Sakari have a device similar to Starfleet's tricorder. They use it to scan their prisoners, Chakotay and Tuvok, before they question them about their intentions.**



Name Sakari homeworld
Class M **Quadrant** Delta
Inhabitants Humanoid

Planet surface The Sakari reduced their own cities to rubble to eradicate any evidence of their existence.

Subterranean Features Their homeworld features a labyrinth of underground mines that were once used to extract gallicite.

The race The Sakari themselves are humanoid, but their unusual skin coloring of grays and browns grants them virtual invisibility underground.

Starship log STAR TREK: VOYAGER 'Blood Fever'

▶ **The xenophobic Sakari use their technology to hide the presence of gallicite deposits, a valuable mineral. The civilization still uses gallicite plating to cover their active power conduits, as they did when they lived on the planet's surface.**

OTHER CARDS IN THIS FILE...

- 5 THE OCAMPA
- 31A THE SKY SPIRITS
- 93 THE EL-AURIANS

SEE OTHER FILES...

STAR TREK: VOYAGER.....File 71



Promellian Battle Cruiser: Bridge

The war between the Promellians and the Menthar led to the extinction of both races, yet their tactical skills are still respected centuries later. The bridge of the *Promellian Battle Cruiser* was often the command center for their contests.

On Stardate 43205, the *U.S.S. Enterprise NCC-1701-D*, under the command of Captain Jean-Luc Picard, detects a distress signal that leads to the discovery of the wreck of the *Promellian Battle Cruiser Cleponji*. It is 1000 years old and dead in space, but vessels of this class are widely regarded as masterpieces of design and engineering, utilizing the acclaimed **Lang cycle fusion engine** to great effect during the *Promellian/Menthar* war at **Orelous IX**. Of particular interest is the *Cleponji's* main bridge, which is still intact with adequate oxygen levels, therefore allowing a **Starfleet** away team led by Captain Picard to be the first to enter this revered artifact in more than a millennium.

A simple but effective design

Picard's comments while exploring the command area give a perfect account of the *Battle Cruiser's* interior. Unlike many of its clumsy and awkward contemporaries, the Promellian bridge is a model of simplicity, combining elegance with functionality. The success of the vessel's design meant that such ships were constructed for many generations, but not even the Promellian engineers would have guessed that the environmental controls, power systems, and automated distress signal would continue to function for such a length of time.

The main bridge utilizes different levels to great effect, splitting the environment into three distinct areas. Dominating the front center of the bridge is the captain's station, which comprises a circular platform with a high rail running all around its perimeter. Situated toward the front is the captain's chair, facing an audiovisual recording device with a built-in viewscreen that not only enables the recording of a personal log, but also indicates the activation of the distress signaling system.

Bridge subsystems

Directly to the right of this readout is the main control for the bridge's power, which enables the systems and lighting to be brought on line. When power is initiated, the bridge comes to life in a number of stages; first, several bright circular spotlights positioned across a bulkhead at the rear of the captain's station illuminate. More diffuse light comes from lamps built into the ceiling itself, and the various computer systems with their tactical

displays come online. The interior of the bridge is lined with a number of full height panels which make up the majority of the walls.

Connecting the lower forward section to the higher aft area is a wide metallic slope with handrails on either side. Consisting of two separate freestanding workstations, it appears that a single Promellian works both sections as only one chair is present. The port and starboard stations each have a sloping control surface connecting to a series of facing circular displays, although the functions of the two units are distinct from one another. The starboard station houses the controls for the distress signal, indicating its activation through a flashing red light built into the flat control surface directly in front of the crew member, and an accompanying audible signal.

Command and control

To the left stands the port station, which appears to be a library computer console because of the inclusion of a crude **isolinear memory coil** reader. Connected to the flat control surface, the circular coils are placed into a receptacle on the raised unit of the right hand side of the station. When active, they illuminate with a purple glow and by manipulating a touch-sensitive control bar on the right, the circular screen directly above the reader shows the information as an audiovisual display.

With its open plan approach, any station on the Promellian bridge can be reached quickly and easily. Interior structural support comes in the form of thick angled beams up to the ceiling, while glowing red latticed struts angle from the left and right of the bridge upward. Minimal use is made of materials or fabric, but the clean lines and ergonomic design of both the individual consoles and overall station layout reveal an understanding of design far beyond human skills during this time period.



An away team from the U.S.S. ENTERPRISE NCC-1701-D beam aboard the ancient PROMELLIAN BATTLE CRUISER. The ship is shrouded in darkness.



Captain Picard is impressed with the simplistic elegance of design and efficient functionality of the Promellian bridge, which was far superior to its contemporaries.



The stations onboard the 1000-year-old Promellian bridge look quite crude by the standards of present-day Starfleet vessels, but they are still functioning.

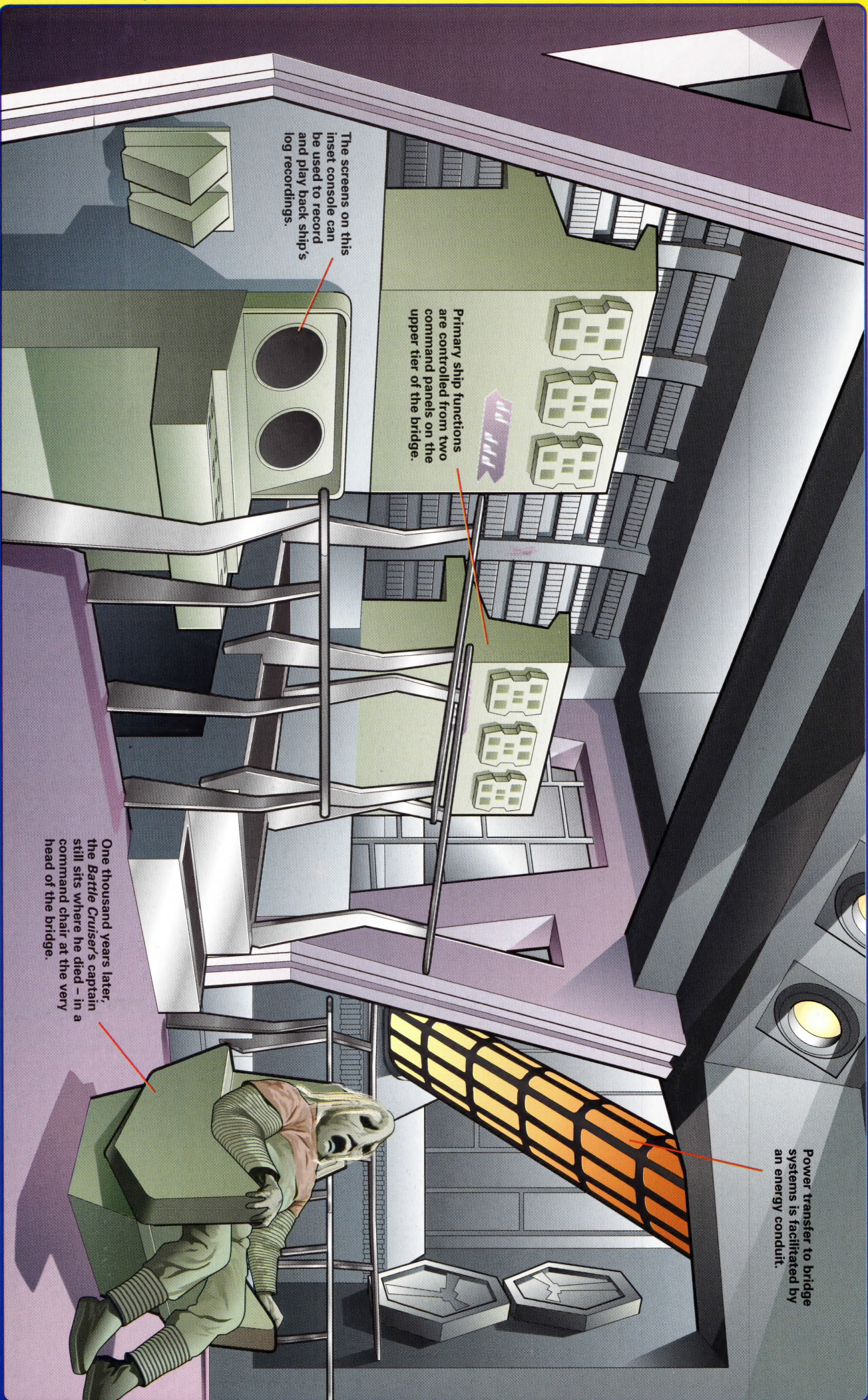
Dust-covered skeletons are all that remains of the Promellian crew, but their vessel has survived for many centuries within an asteroid field.



NON-FEDERATION STARSHIPS

FILE 40 CARD 26A

Promellian Battle Cruiser: Bridge



The screens on this inset console can be used to record and play back ship's log recordings.

Primary ship functions are controlled from two command panels on the upper tier of the bridge.

Power transfer to bridge systems is facilitated by an energy conduit.

One thousand years later, the Battle Cruiser's captain still sits where he died - in a command chair at the very head of the bridge.

Dr. Beverly Crusher

Dr. Beverly Crusher is a dedicated *Starfleet* medical officer whose interests take her beyond the confines of sickbay. Her strategic skills and ability to remain calm under stress make her a worthy holder of a senior command position.

One of the greatest influences in Dr. Beverly Crusher's life is her grandmother, **Felisa Howard**, who was responsible for raising young Beverly after her mother's death. Felisa was a healer whose skills went beyond understanding the medicinal power of herbs; they often included words of advice that "tasted as bitter as her teas." Beverly learned to appreciate home-cooked meals while living with her grandmother, and retains fond memories of the sounds of bubbling pots, and the exotic tastes and smells in Felisa's kitchen.

Felisa helped settle **Arvada III**, a colony that later suffered a terrible tragedy. Once the medical supplies ran out, she had to use what was at hand.

The healer learned all about the roots and herbs, and later passed this knowledge to Beverly. The experience seems to have helped Beverly realize her own interest in healing others; her grandmother's knowledge contributed to her understanding of alternative pharmacopoeia.

Starstruck doctor

After moving on to the **Caldos colony**, Felisa Howard was content to remain a healer, but her granddaughter wanted to see the Galaxy. In 2342, Beverly entered **Starfleet Academy** and, during the course of her studies, she met and married **Jack Crusher**. A year later, they had a son, Wesley.

In 2350, Beverly completed her studies at the academy. An early mentor in her career was

PROFILE OF A PHYSICIAN

NAME: Beverly Crusher (née Howard)

2342: Enters *Starfleet Academy*

2352: Interns on *Delos IV* with Dr. Dalen Quaice.

2364: Assigned to the *U.S.S. Enterprise NCC-1701-D* as chief medical officer.

2365: Serves as head of *Starfleet Medical* for a year.

2373: Continues to serve on board the *U.S.S. Enterprise-NCC-1701-E* during the attack of the *Borg cube* and helps to save the *Ba'ku* in 2375.

FIRST SEEN: 'Encounter at Farpoint' [TNG]



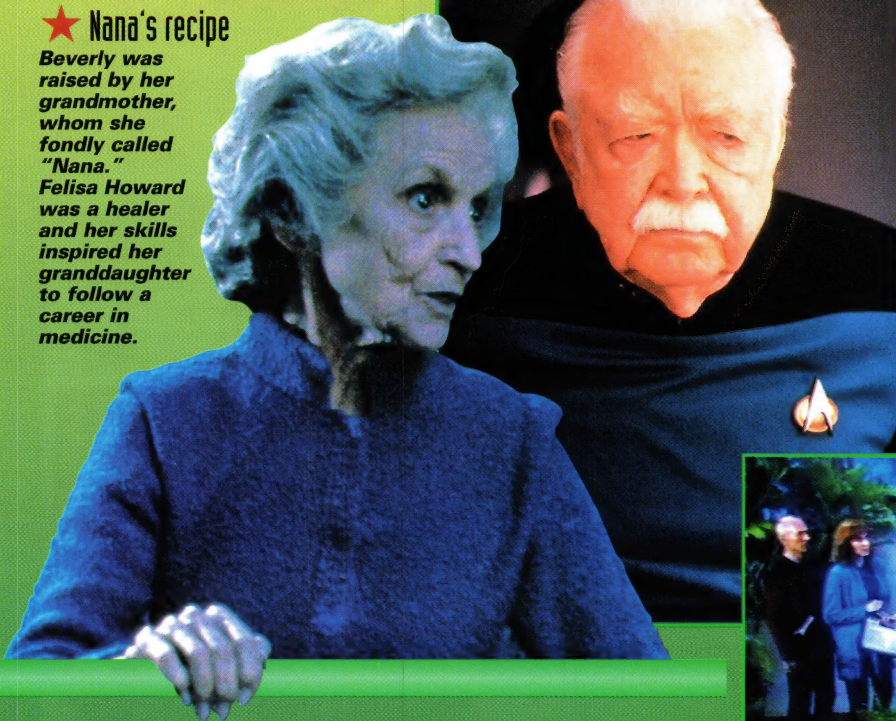
▲ Beverly Crusher is an ambitious and talented woman. She continues to succeed in her *Starfleet* career after the death of her husband, Jack Crusher, and becomes a respected doctor. Her interest in science is not limited to medicine; she also shows an ability to command.

ELDER MENTORS

★ Nana's recipe

Beverly was raised by her grandmother, whom she fondly called "Nana."

Felisa Howard was a healer and her skills inspired her granddaughter to follow a career in medicine.



Dr. Dalen Quaice, with whom she shared an internship on *Delos IV* in 2352; the two doctors stay in touch for more than 15 years afterward. In 2367, Beverly is pleased to offer Quaice passage home on the *U.S.S. Enterprise NCC-1701-D*, when he

★ Old colleague

Beverly interned with Dr. Dalen Quaice early in her career, on *Delos IV*.

★ Herbal remedy

In 2364, Beverly uses Felisa's herbal wisdom on an away mission to *Minos*.



retires from his position on *Starbase 133* following the death of his wife, Patricia.

Beverly herself was widowed six years after marrying Jack but continued to pursue her *Starfleet* career, taking her young son with her on new assignments.

Doctor in charge

In 2364, she is assigned to the *U.S.S. Enterprise* under the command of **Captain Jean-Luc Picard**, a family friend and the commanding officer of the mission on which Jack was killed. Beverly holds no feelings of blame, however, nor does she allow their friendship to get in the way of her professional detachment.

As chief medical officer

OTHER CARDS IN THIS FILE...

- 31A DR. CRUSHER'S FAMILY
- 31B DR. CRUSHER'S HOBBIES
- 31C DR. CRUSHER IN LOVE
- 31D DR. CRUSHER UNDER PRESSURE

SEE OTHER FILES...

STAR TREK:
THE NEXT GENERATION...File 69

Dr. Beverly Crusher



★ New responsibilities

In 2364, Beverly is assigned to serve as chief medical officer on board the U.S.S. ENTERPRISE.

on the *Enterprise*, Beverly has a large staff of nurses and doctors serving under her. At least four personnel are always on duty in sickbay, and are accountable to her.

Several moments stand out in Beverly's career in Starfleet. In 2365, she leaves the *Enterprise* to serve as head of **Starfleet Medical**, where she performs efficiently and well. She misses her son Wesley, however, who remains on the *Enterprise*, and also realizes that the excitement of deep space exploration and new challenges is what makes her tick. The doctor resigns her post at Starfleet Medical and returns to the *Enterprise* a year later.

Into adventure

Dr. Crusher's passion for pioneering new science and tackling challenges becomes evident once more in 2369, when Beverly attends the **Altine conference** to hear the latest biophysical theories; feeling a little too comfortable as a doctor, Beverly wants to stretch her career into a new area of research. There she encounters a **Ferengi** physicist named **Dr. Reyga**, and decides to become the spokesperson for his theories on **subspace** shielding, even convening a scientific conference on board the *Enterprise* on Reyga's behalf.

Later that same year, during an encounter with a rogue group of **Borg** led by the android **Lore** on **Ohniaka III**, Dr. Crusher is left in command of the *Enterprise*. As acting captain, Beverly manages to keep a skeleton crew of untried officers calm, encouraging them



★ Accidental outbreak

Dr. Crusher accidentally creates a disease which she calls **Barclay's Protomorphosis Syndrome**.

during attempts to rescue the away teams. She again shows confidence in her ability to command by following her own initiative; she disobeys Captain Picard's orders to return to **Federation** space via a **transwarp conduit**, sending an emergency buoy to alert Starfleet instead.

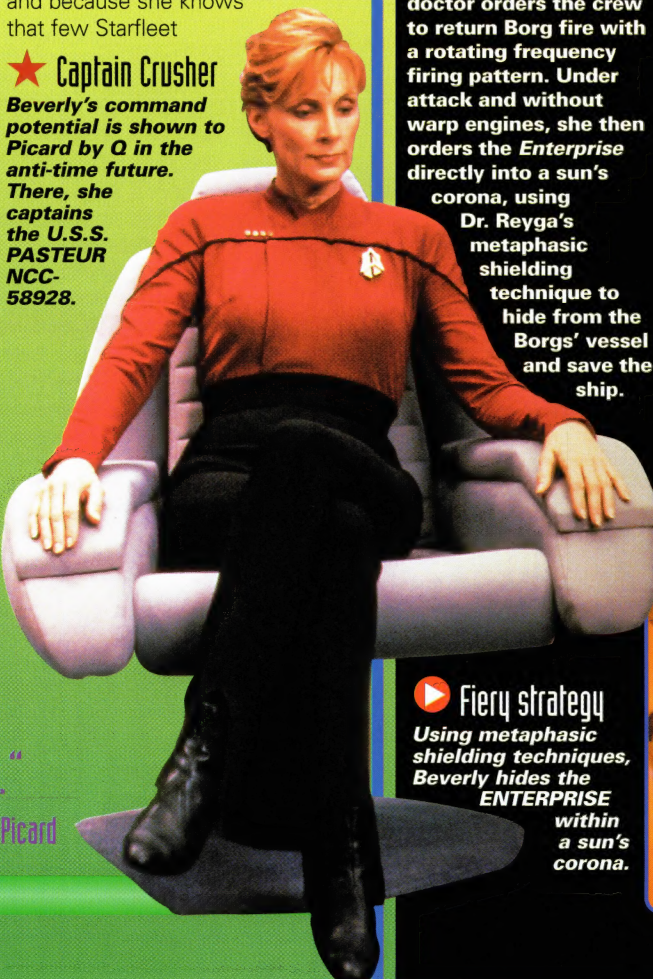
The doctor's intuition pays off; with the help of the crew under her command, the Borg vessel is destroyed. Her actions quick thinking and decisiveness prove her command ability.

Beverly on the bridge

Beverly's medical responsibilities usually keep her away from bridge duty, but she occasionally volunteers for a stint on the night shift, partly to stay in touch with operations and tactical procedures, and because she knows that few Starfleet

★ Captain Crusher

Beverly's command potential is shown to Picard by Q in the **anti-time future**. There, she captures the U.S.S. **PASTEUR NCC-58928**.



doctors ever get the chance to command a starship. She also puts in hours of study in order to gain the rank of commander.

In 2369, Dr. Crusher becomes a mentor to another ambitious young woman, **Amanda Rogers**, who comes on board the *Enterprise* as a student intern. Unknown to all, including Amanda herself, the young student is a member of the **Q Continuum**. Once her true identity is discovered, Amanda looks to Beverly for guidance and the doctor encourages her to continue to follow her studies by giving her a task to do in sickbay. Amanda eventually decides to return to the Q, but thanks the doctor for her support.

In 2370, Beverly inadvertently creates a new disease when she injects a patient, **Lt. Reginald Barclay**, with a synthetic T-cell that mutates because of the patient's genetic chemistry. A cure

is eventually found and Dr. Crusher names the disease after the patient who began it all: **Barclay's Protomorphosis Syndrome**.

Beverly Crusher continues her Starfleet career after the destruction of the *Enterprise* in 2371, aboard the new **U.S.S. Enterprise NCC-1701-E**. In 2373, she performs well under pressure when the new *Enterprise* follows a **Borg sphere** back to 21st-century Earth to prevent the assimilation of the human race in the past. Beverly calmly evacuates sickbay as Borg drones assimilate the starship. In 2375, she joins the rest of the *Enterprise's* senior crew in disobeying Starfleet orders and helping to save the **Bak'u**.

Whatever the future holds for Dr. Beverly Crusher, she will no doubt continue to help others, heal the sick or injured, and serve Starfleet with great dedication, as a chief medical officer or command officer.

THE CRUSHER MANEUVER

Bridge skills

In 2369, Beverly is given command of the *Enterprise* while Captain Picard leads an away mission to a rogue Borg colony on **Ohniaka III**. During this emergency, the doctor orders the crew to return Borg fire with a rotating frequency firing pattern. Under attack and without warp engines, she then orders the *Enterprise* directly into a sun's corona, using Dr. Reyga's metaphasic shielding technique to hide from the Borgs' vessel and save the ship.



▲ New science

In 2365, Beverly first learns of Dr. Reyga's metaphasic shielding. In 2369, she puts it to use and saves her ship.



▲ Extensive knowledge

Beverly Crusher reveals a solid understanding of bridge operations.



▶ Fiercy strategy

Using metaphasic shielding techniques, Beverly hides the ENTERPRISE within a sun's corona.

"She [Felisa Howard] learned about herbs and roots . . . and taught me."

— Dr. Crusher to Captain Picard

FILE 57 OMNIPOTENT BEINGS

Quinn

Immortality and omniscience are often sought after by mortals, and the existence enjoyed by members of the Q Continuum would seem a dream come true for many. Even eternal life can be a bore, however, as it is for the Q known as Quinn.

The Q Continuum is home to immensely powerful beings. At the start of the realm's New Era, an age of enlightenment that has lasted for more than ten millennia, there was constant philosophical debate. One of the greatest exponents of the "purity" the Q had supposedly achieved was an individual who would become known as Quinn.

Quinn was a great philosopher who espoused the virtues of the New Era and celebrated the continuity of Q life. As time passed, however, the discussion became stale. Quinn began to

analyze the nature of the Qs' existence and criticized the propaganda that claimed they were immortal. For inspiration, Quinn looked to the Q who visited the *U.S.S. Enterprise NCC-1701-D* on several occasions during the 2360's, grateful that his escapades were at last giving the Continuum something to talk about again.

Quinn became a disruptive element himself and visited many places, times, and races, shamelessly but benevolently interfering. For example, he ensured that **Maury Ginsberg**, a lighting technician at the hugely influential 1960's

PROFILE ON QUINN

NAME: Quinn

LIFE FORM: Member of the Q Continuum

STATUS: Deceased. Quinn becomes the first Q to commit suicide in 2372, after he has become bored with immortality.

REMARKS: Quinn is discovered by the crew of the *U.S.S. Voyager NCC-74656* imprisoned within a comet in the Delta Quadrant. After thanking the crew, he immediately tries to commit suicide.

REPERCUSSIONS: Quinn's decision to end his life causes a serious disruption within the Continuum, leading to a civil war.

FIRST SEEN: 'Death Wish' [VOY]



From renowned philosopher to defiant outcast, the Q known as Quinn proves a disruptive influence within the Continuum as he searches for a means to end his life. His peers view his ideas as evidence of mental instability and so deny him the right to terminate his existence.

QUINN ON TRIAL

★ Mortal defense

Lt. Tuvok acts as Quinn's counsel at his 'trial' on the *U.S.S. VOYAGER*. The Vulcan argues that the omniscient being has a poor quality of life.



★ Significant events

Q argues that Quinn's life does have meaning and uses examples of his past deeds, such as helping **Maury Ginsberg**, **Isaac Newton**, and **Will Riker's** ancestor **Thadius Riker**.

★ Q for the prosecution

Q acts as the prosecution, representing the views of the Continuum at Quinn's trial. He claims that his suicidal peer needs to be protected from harming himself.

Earth rock music festival Woodstock, met his future wife and reached the concert in time to notice a cabling problem that would otherwise have shut down the festival.

Helping hand

Quinn carried the wounded **Colonel Thaddius Riker** back from the front line during the American Civil War, ensuring that the family line would survive until the birth of **Commander William T. Riker**, first officer of the *Enterprise*.

Quinn was responsible for Sir Isaac Newton discovering the theory of gravity when he caused

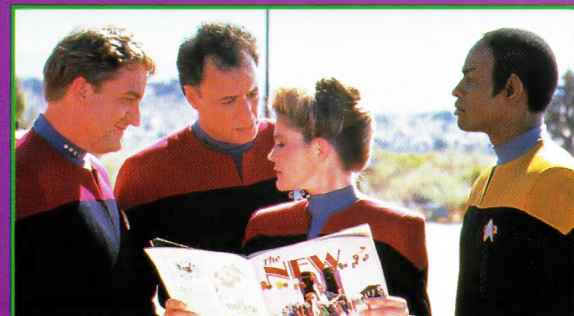
an apple to fall on the scientist's head. He also prevented the **Borg** from assimilating the **United Federation of Planets**.

He was, however, prone to mistakes; one of his most damaging resulted in a misunderstanding that led to a century-long war between the **Vulcans** and the **Romulans**.

Quinn's real fall from grace within the Continuum started with an article he penned for his regular 'My Corner of the Continuum'

★ Radical views

Q uses a magazine called 'The New' to reveal Quinn's views to Janeway, and explains to her why they are unacceptable.



OTHER CARDS IN THIS FILE...

- 2 Q
- 5 THE COMPANION
- 6 THE Q FEMALE

SEE OTHER FILES...

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Quinn



★ Eternal highway

Q and Quinn transport Janeway and Tuvok to a metaphorical representation of the Q Continuum – a neverending, never-changing highway.

column in the magazine *'The New,'* entitled *'I'm Ready to Die: How About You?'* The other Q felt threatened by these radical views and shut down the presses after the controversial piece was published. Quinn, however, continued to espouse self-termination, becoming more belligerent as time passed.

By 2372, Quinn finds eternity impossible to endure. He believes he has experienced everything existence has to offer, and seeks an end to the immortality thrust upon him. He states that the Q have sacrificed too much as they have evolved, including a sense of purpose and the desire to change and grow. He firmly believes that his suicide would force the Q to deal with the unknown for the first time since the New Era began.

The other Q cannot permit this transgression of their law or even comprehend Quinn's ideas, viewing them as mental instability – a sound reason for denying his right to self-termination. After chasing him across the universe, the Continuum imprisons Quinn in a rogue comet circa 2072. Three hundred years later, he is released by the crew of the *U.S.S. Voyager NCC-74656*, traveling through the Delta Quadrant.

Lack of etiquette

When he is beamed aboard *Voyager*, Quinn wears a **Starfleet** uniform and identifies himself merely as "Q." He is uncertain of even the smallest points of human etiquette, wondering if he is shaking hands correctly. Quinn shares the abrupt nature of those Q previously encountered by Starfleet, transporting himself and **Captain Kathryn Janeway** to dinner without a thought for her wishes. He apologizes for such lapses of manners, saying that at some point the Q just stopped



★ Bored

Quinn explains to Janeway that this 'road' leads throughout the universe, but the suicidal Q feels he has seen all there is.

thinking about the "little niceties."

He also shares the Q's vast powers. He instantly knows he is aboard *Voyager*, and that Janeway likes cooked Welsh rabbit, just like her father used to prepare. He can see into mortals' minds just by looking at them.

Quinn's first act when released is to try once again to take his own

life. He wants a certain sense of occasion about it, and has had 300 years to think of some enigmatic and provocative last words, but his attempts at carrying through on his conviction are less than effective.

Quinn's refusal to renounce his views leads to another Q – the 'expert in humanity' who often plagues **Captain Jean-Luc Picard**

– being sent to retrieve him. Ever wily, Quinn demands asylum aboard *Voyager*, and Janeway agrees to a hearing to decide whether to grant his request. From courtroom to the Continuum itself, Quinn builds a case that no one has the right to force immortality upon him when he has nothing left to live for. Even Q, playing at prosecutor, appears moved by his zeal. Janeway rules in Quinn's favor, and his asylum and wish to become mortal are granted. As a member of *Voyager's* crew, he takes the name Quinn.

Mortal Q

Despite the captain's ardent belief that Quinn can explore new, mortal avenues to make his life once again worthwhile, the errant Q takes his own life with the aid of some **Nogatch hemlock** provided by his counterpart. He

finally achieves his death wish, and with it the embodiment of his convictions. As he hoped, his death has far-reaching consequences for the Q Continuum.

"The one thing I want in life... more than any other... is... to die."
— Quinn to Kes

★ Temptation

Quinn demonstrates a very defiant streak. This particularly surfaces when dealing with other members of the Q Continuum.



DEATH OF A Q

Mortal desire

In 2372, a strange trial is held on board the *U.S.S. Voyager NCC-74656* to determine whether an omniscient being has the right to terminate his existence. Quinn was once considered to be a great philosopher among his Continuum peers, but he has since lost his excitement for exploring the universe. Eternity is a cruel prison sentence for him, and he envies *Voyager's* Ocampan crew member, Kes, her nine-year lifespan. Quinn is eventually granted his mortality and commits suicide.



▶ Bribery

Janeway presides as the judge at Quinn's trial, but Q attempts to bribe her by offering to return the *U.S.S. VOYAGER* to Earth if she rules in the Continuum's favor.



◀ Assisted suicide

Despite Janeway's pleas to explore his new mortality, Quinn takes Nogatch hemlock – supplied to him by Q.

◀ Comet cell

Quinn explains first hand to Tuvok and Janeway the torment of his existence – he was condemned by the Continuum to spend an eternity trapped inside a comet because the Q are afraid of his radical ideas. Quinn argues that death would be merciful compared to such punishment. Once back on *VOYAGER*, a reluctant Janeway agrees.

Samuel T. Cogley

In a world where machines and technology are an integral part of everyday life, attorney **Samuel T. Cogley** stands out as an eccentric misfit, but his passion for the history of the law and his reliance on the written word has made him a committed defender of individual rights.

Starfleet attorney **Samuel T. Cogley** practices the law by the letter – literally. Based on *Starbase 11*, this eccentric legal practitioner believes that the real spirit of the law is found within the books that contain the written history of these decrees. Cogley owns thousands of books and refers to them as his own personal “system.” When not in court he can most often be found surrounded by his books – dusty, ancient legal tomes that do not merely report the final decisions from centuries of Galactic jurisprudence but actually contain the original judgments themselves, often in the original language.

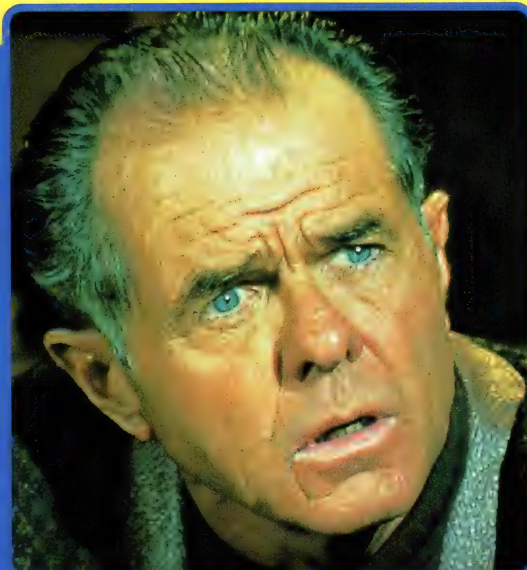
Cogley believes that only in books can one find the real meaning of the law. He values his volumes far beyond their monetary worth, and on the rare occasions when he gives one away, he hopes that the recipient will cherish it as much as he does.

Modern world

The 23rd-century attorney knows how to use the mechanical tools that are available – for example, in his office he has a legal computer that can access the summaries of the precedents – but he never uses them. He even favors using an old-fashioned pen and pad to record a hearing rather than a mechanical notebook and stylus.

PROFILE OF A LAWYER

NAME: Samuel T. Cogley
LIFE FORM: Human male
PROFESSION: Starfleet attorney
METHODS: As a member of the bar, Cogley employs some unorthodox practices. His reliance on old fashioned research from archaic volumes give him an actual feeling for the letter of the law. The attorney believes his books grant a better understanding for every defense case he represents.
CLIENTS: James T. Kirk, Ben Finney
FIRST SEEN: ‘Court Martial’ [TOS]



▲ **Samuel Cogley possesses a passion for the history of the law and is a committed defender of individual rights. The attorney prefers to use actual books of law and history to research a case rather than download information from a computer interface.**

BY THE BOOK

★ Carried everywhere

The attorney is not technophobic, but he prefers to use his books over the courtroom computers.



★ Scholarly summaries

The advantage of Cogley's library is that it provides him with the original intent of the people who made the law, from Moses to the tribunal of Alpha III.



★ Love of the Law

Despite his eccentric methods of research, Cogley has a deep respect for the law and courtroom procedures.

On the other hand, unlike **Dr. Leonard McCoy** of the *U.S.S. Enterprise NCC-1701*, Cogley seems to raise no objections to other forms of technology, such as the **transporter**, and admits that he trusts computers not to lie.

Good reputation

Despite a reputation for eccentricity, Cogley is widely known as a topnotch lawyer. Even his adversarial counterparts in court have nothing but praise for him, while **Lt. Areel Shaw** of Starfleet's **Judge Advocate General's Office** rates him so highly that in 2267, when her friend **Captain James T. Kirk** is court-martialed for causing the death of his crewman **Ben Finney** by culpable negligence, she recommends Cogley as the

best lawyer available to defend him. Cogley has a soft spot for the underdog, and takes on Kirk's defense even though the evidence from the *Enterprise's* computer points toward the captain's guilt. Once the determined lawyer has accepted Kirk's case, he devotes himself to his client with an extraordinary intensity. His first step is to move in with the captain; Cogley reasons that he is going to be spending a lot of time with Kirk, and until the case is over he should be available whenever Kirk needs him.

In the courtroom, Cogley's relaxed manner belies the sharpness and intelligence that he brings to that arena. He sits with one foot up on his knee, almost sprawling, but his eyes see everything that

OTHER CARDS IN THIS FILE...

62 **PHILLIPA LOUVOIS**
 63 **BRUCE MADDOX**
 71 **COMMODORE MATTHEW DECKER**

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Samuel T. Cogley

★ Dramatic gesture

Cogley moves Kirk's trial to the bridge of the U.S.S. ENTERPRISE.



★ Worthy adversary

Lt. Areel Shaw, the prosecuting attorney at Kirk's hearing, speaks very highly of Cogley.

★ Conscience of the court

Cogley appeals to the conscience of the board to allow his client the right to face his accuser – even if it is a machine.

"A machine has no conscience! This court has! I appeal to it!"

— Samuel Cogley addressing the board



is going on. It can seem at times that the attorney is casual about his opportunities to cross examine, but he has an uncanny ability to pick out the essential elements of the case and home in on them. When he does question a witness, his queries are sharp and to the point. He can, however, be pragmatic when necessary: during a recess in Kirk's court-martial, when things are not going well, he points out that it is not too late to change the plea – an act that would allow him to get the captain off with a lighter sentence.

Flamboyant counsel

Samuel Cogley has a deserved reputation for courtroom theatrics, and possesses a keen flair for the dramatic. When Areel Shaw wants to cut short the recitation of Captain Kirk's service record, he at first seems to agree with her motion, but then with a pointed quip insists that the reading continue. Only when enough details have been read to establish the captain's exemplary career does he terminate the recording.

The eccentric counsel is at his best when the case requires him to argue his position. When new evidence in Kirk's court-martial is brought to his attention after he has rested his case, his plea to the court to allow him to present it invokes archaic legal statutes such as the Bible, the codes of Hammurabi and Justinian, the Magna Carta, the Constitution of the United States, the

Fundamental Declarations of the Martian Colonies, and the Statutes of Alpha III.

Without a prepared script or any time to reconsider his case, Cogley presents his arguments forcefully and convincingly to the board. He makes a powerful speech, which not only invokes but also demands the historical human rights of the individual – including the right to face one's accuser, even if that accuser is a machine.

After due consideration, Starfleet's court-martial board agrees with him, and indulges the lawman's eccentricities by allowing

the case to move from the courtroom to on board the *Enterprise*, due to the unusual nature of the captain's primary accuser: the starship's computer, which records that Kirk did in fact have time to save Finney's life.

Unusual circumstances

Cogley demonstrates a deep understanding and compassion of human beings throughout his proceedings. When **Jamie**, the daughter of the purportedly deceased Lt. Commander Finney, comes to the attorney to ask that he persuade Kirk to change his

plea, Cogley guesses that there is more going on than a simple change of heart. He brings the girl aboard the *Enterprise*, correctly suspecting that the criminally insane Finney is still alive and that his daughter's presence might appease the felon.

After Captain Kirk is acquitted, Cogley takes on a new case: that of Lt. Commander Finney, who faked his own death in order to incriminate Kirk. This respected advocate of the law states confidently that he can get him off, and no one dares to take such confidence lightly.

DEVOTED ADVOCATE

Murder suspect

In 2267, Captain James T. Kirk faces a court-martial for the murder of Records Officer Ben Finney. Attorney Samuel T. Cogley represents his case.

Cogley begins to suspect that the captain's supposed victim is actually still alive after Finney's daughter Jamie appears to have a change of heart regarding her father's murderer. The eccentric lawyer moves the trial to the bridge of the U.S.S. *Enterprise* to conduct an experiment with the auditory sensor in the ship's computer. One by one the heartbeats of all known persons on board are eliminated until only one remains – Finney's. The records officer is brought into custody by Kirk, and Cogley decides to take Finney as his new client, defending him on the premise that he is criminally insane.

▶ Accuser

The main evidence presented against Kirk is a computer log of the events leading to Finney's 'death.' Cogley appeals to the court that it is unfair to let a computer destroy the career of a fine officer.



▶ Bitter grudge

Records Officer Finney bore a grudge against Kirk, as years before the captain had been responsible for putting a reprimand on his record. He fakes his own death in the hope of destroying Kirk's career, but his plan is uncovered by Samuel Cogley.



Briori Hibernation Pods

During Earth's 20th century, more than 300 humans were abducted by a technologically advanced race from the **Delta Quadrant**. The **Briori** intended to use them as slaves, but they preserved a selection of the abductees in large units within cryogenic chambers.



▲ The **Briori** placed their cryogenic chambers in tunnels approximately 100 meters underground and shielded them from detection.

Four hundred years ago, more than 300 humans were abducted from Earth by the **Briori**. In addition to their highly technological methods of abduction, these alien slave masters developed extremely advanced cryogenic systems that could store humanoid life forms for

extended periods of time. The **Briori** stored a selection of human abductees, for example, who became known as the '**37's**.'

Hidden ancestors

More than 100,000 direct descendants of the original slaves have attached their own cultural

significance to the hibernation pods and the environment in which the **37's** exist. The hibernation pods are located approximately 100 meters underground, effectively shielding the nature of their contents from normal **Starfleet** sensors, although a fusion based power source signature can be detected.

Local **tricorder** readings reveal **tritanium** particles, indicating the possible energy resource used to continually power the booths and the surrounding infrastructure, both of which are built into the rock. A 10 minute walk to the bottom of the shaft gains access to the well-lit control room in which the cryogenic

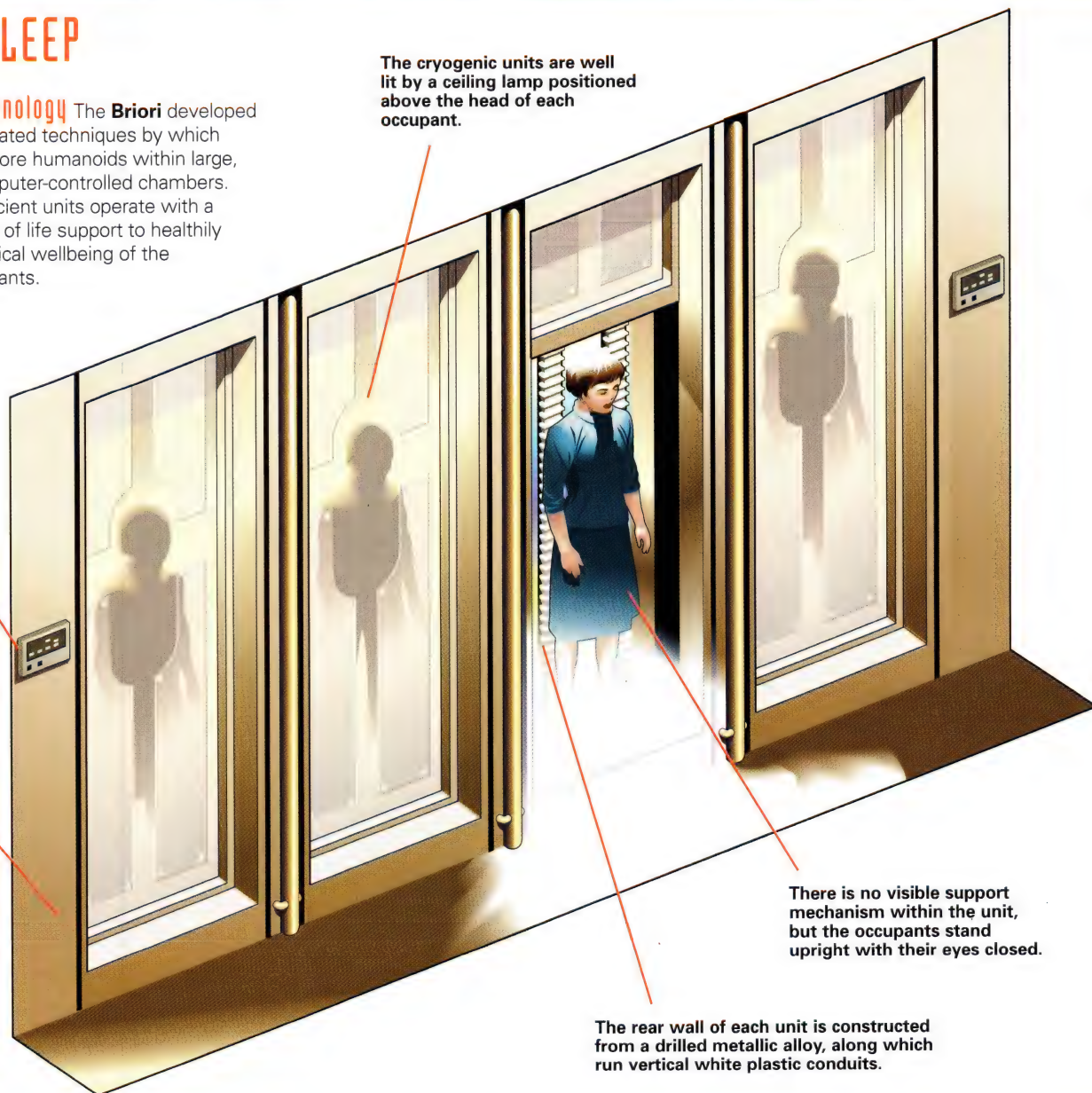
WINTERY SLEEP

Cryogenic technology The **Briori** developed highly sophisticated techniques by which to cryogenically store humanoids within large, underground computer-controlled chambers. These energy-efficient units operate with a minimum amount of life support to healthily maintain the physical wellbeing of the slumbering occupants.

The cryogenic units are well lit by a ceiling lamp positioned above the head of each occupant.

A rectangular unit comprises a readout screen. Its buttons glow blue once activated.

Each of the four stations of the unit consists of a metallic gold-colored frame. The full length door is transparent, allowing a good view of the occupant inside.



There is no visible support mechanism within the unit, but the occupants stand upright with their eyes closed.

The rear wall of each unit is constructed from a drilled metallic alloy, along which run vertical white plastic conduits.

Briori Hibernation Pods



▲ **The Briori cryochamber is controlled by its own computer system, which monitors each individual pod. The system is slightly more advanced than Starfleet technology and deciphering the code to open the pods proves something of a challenge.**

units are based. This area incorporates the main control desk for the whole cryochamber as well as access to the occupants.

There are six separate storage areas, each of which can hold up to a maximum of eight persons. The pods are not individually separated, but constructed in units of four, directly connected to each other by a common interior; only one storage area still has any occupants within it.

The rear wall, constructed of a drilled metallic alloy with four double sets of floor to ceiling white plastic conduits, is brightly lit from ceiling lamps fitted above each occupant. The exact function of the conduits is unclear, although their position directly behind each occupant would suggest that they may be involved in regulating the extremely low temperatures within the pods.

Frozen sleepers

The four stations are entered from the front, defined by a brushed gold-colored metallic frame. When they are in operation, a full-length door constructed of a transparent material separates the low temperature atmosphere inside them from the **Class-L** oxygen/argon atmosphere of the Briori homeworld.

The cryogenically frozen occupants stand upright with their eyes closed, although there is no visible support mechanism from within the chamber to explain how the sleepers maintain this upright position. When operational, the transparent section of the patterned door is covered with an easily removable layer of ice, allowing an observer to see the overall condition of the frozen occupant within.

The individual areas are identical,

although there is a mounting on the right hand side of the fourth tube, onto which is positioned a rectangular unit. This unit features a dark readout screen over a number of buttons that glow blue when activated. The power is first taken offline from a small console positioned between the two banks, causing an electronic winding-down sound. Deactivation of the individual locking mechanisms to the tube's doors are then carried out, confirmed by the sound of latches clicking out of place. A hissing sound representing the breaking of an airtight seal follows shortly, before the four doors begin to rise in unison up toward the ceiling, releasing a heavy opaque white gas that spills out onto the floor below.

Tricorder readings reveal that the individuals are reduced to the absolute minimum amount of life support necessary to keep them alive, but the fact that the units are still operational and their occupants still living after 400 years, is a tribute to Briori engineering in

spite of their rather questionable attitude to other races.

The cryochamber has its own computer system controlling the individual hibernation pods. The sophistication of its operating system proves to be something of a challenge to Starfleet personnel, but it is still possible to decode it and revive the centuries-old abductees. The cryogenic tubes are linked by a common power source as well as a control system, so revival of all four occupants per bank is attempted simultaneously.

▶ **The large floor-to-ceiling doors of each pod are transparent. Despite a thin film of ice, it is easy to see the frozen inhabitants within. In 2372, the away team from the U.S.S. VOYAGER are surprised to see human faces from Earth's past gazing out.**



▲ **There are six cryogenic storage areas, which carry a maximum of eight subjects. Each area consists of four individual but linked units. The occupants can be seen to be standing upright, though there is no visible means of support.**



▲ **The VOYAGER crew revive the sleeping humans from one of the cryogenic units. They are completely disoriented and initially do not realize they are no longer on Earth, nor even that it is no longer the 20th century.**

Once the individuals are exposed, an injection begins the revival process. The skin tone of the occupant changes to a gray-blue color when in stasis, but as the accelerant begins to work the subject's usual flesh tones are gradually recovered. A brief period of disorientation follows as the person regains consciousness, but the trauma of being put to sleep does not seem to have any lasting physical effect, and recovery is swift.

Cultural revival

The hibernation system has great sociocultural significance to the descendants of the original humans enslaved by the Briori. They regard the cave as a shrine and the pods as sacred altars, and strongly resist attempts by the **U.S.S. Voyager NCC-74656** crew to 'steal' these ancestral monuments. When the pods are first opened, the colony members find it hard to accept that the technology of the hated Briori has not yet had its last influence on their society, but the newly awakened humans are eventually embraced by their cultural descendants and welcomed into a world free of alien influence.

CAPTAIN'S LOG
SUPPLEMENTAL

"A full-scale Dominion invasion seems imminent – still, I remain confident in my crew's ability to face this crisis, as they have so many others, with dedication and with courage."

'In Purgatory's Shadow'

When Garak and Worf set out to find Enabran Tain, the former head of the Obsidian Order, they unexpectedly fall into the clutches of the Jem'Hadar. The two men are taken to a Dominion Internment Camp, where they find not only Tain but also a member of the *Deep Space Nine* crew.

A Federation listening post picks up a distress call from **Enabran Tain**, previously thought to have been killed by the **Dominion** after a disastrous attack on the **Founders'** homeworld. **Garak**, duty-bound to rescue his old mentor, persuades **Captain Sisko** to loan him a **Runabout**, and Worf is ordered to keep an eye on the tailor during the mission. Garak convinces Worf to fly through a nebula, so that they can approach the source of Tain's message – inside Dominion space. The ship runs into a **Jem'Hadar** fleet; Worf and Garak try to escape, but they are caught and boarded.

Deep Space Nine goes on yellow alert when the fleet heads toward the **Alpha Quadrant**, and **Chief O'Brien** and **Jadzia Dax** set about sealing up the wormhole. **Gul Dukat** is delighted to learn that his old enemy Garak may be trapped in the **Gamma Quadrant**, although he fails to persuade his daughter **Ziyal** to leave the station before the invasion force arrives.

Prisoners of the Jem'Hadar

Worf and Garak are taken to **Internment Camp 371**; outside is nothing but airless vacuum and barren rock. Worf encounters another prisoner, **General Martok**, a **Klingon** warrior captured by the Jem'Hadar two years ago. Martok explains that Enabran Tain, although close to death, secretly turned the camp's life support system into a **subspace transmitter** so that he could send out the distress call. Martok has a surprise for the two new arrivals – **Dr. Julian Bashir** is also a prisoner in the camp, captured over a month ago by the Dominion and replaced by a shapeshifter. Bashir is astonished to learn that Garak is actually Tain's son. The two **Cardassians** enjoy a brief moment of reconciliation before Tain finally passes away.

On *Deep Space Nine*, the Bashir impostor manages to sabotage the station's emitter array. The crew can only watch in horror as Jem'Hadar ship after Jem'Hadar ship comes pouring into the Alpha Quadrant ...

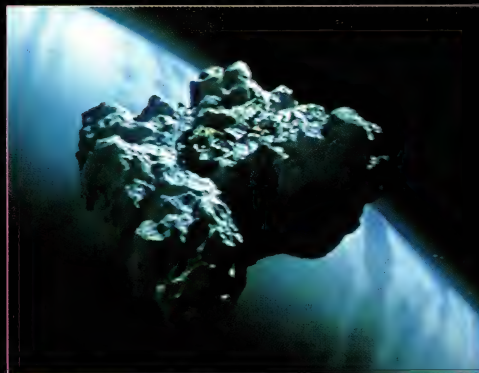
ON SCREEN...



1 Despite his antagonistic relationship with his former Obsidian Order commander, Garak requests the use of a **RUNABOUT** when Enabran Tain sends out a mayday message.



2 Entering a nebula full of volatile tohmaire gas, Worf and Garak encounter a battle fleet of **JEM'HADAR WARSHIPS** concealed from their sensors.



3 Captured by the Jem'Hadar forces, Worf and Garak are taken to the airless asteroid prison known as **Internment Camp 371**, a former mining complex.



4 Worf and Garak are interred in **Barracks 3**, where they encounter General Martok, a **Klingon** warrior who has been missing for months after being replaced by a **Changeling**.



5 As Enabran Tain lies dying in the squalid camp, Garak confronts his mentor about the past, challenging him to admit the truth – that he is Garak's father – before he dies.



6 Captain Sisko searches in vain for a saboteur aboard **DEEP SPACE NINE**, little realizing that a **Changeling** disguised as **Dr. Julian Bashir** is the culprit.

STARSHIP FACTS

Ziyal and Garak continue their tentative courtship, much to the consternation of Gul Dukat.



'By Inferno's Light'

Federation station *Deep Space Nine* faces the threat of invasion when Cardassia joins the Dominion. Captain Benjamin Sisko has to coordinate a taskforce composed of Starfleet, Klingon, and Romulan vessels while also trying to track down an enemy within.

CAPTAIN'S LOG STARDATE 50564.2

"A large contingent of Klingon warships has arrived from Cardassian space, but its intentions, at least for the moment, remain unclear."

The Jem'Hadar vessels streaming through the wormhole change course, heading away from *Deep Space Nine* and toward Cardassia. Gul Dukat hails Major Kira with grave news: Cardassia has agreed to become part of the Dominion, and Dukat has been made the new head of government. Captain Sisko continues his search for the saboteur on *Deep Space Nine*, unaware that Dr. Bashir has been replaced by a Changeling.

Meanwhile, Worf, the real Bashir, Garak, and General Martok try to find a way out of Dominion Internment Camp 371. Garak, despite his acute claustrophobia, is still the person best able to adapt the camp's subspace transmitter so that a nearby *Runabout* transporter can be activated. When Dukat orders Garak's death, the tailor bravely overcomes his fears and stays hidden in a cramped crawlspace.

At the same time, Worf is forced to compete in savage combat with Jem'Hadar soldiers. The Jem'Hadar leader is impressed by the Klingon's courage; when he refuses to kill Worf, a Vorta orders both their deaths. Garak completes his work in the nick of time, beaming his comrades off the camp mere seconds before Worf is due to be shot.

Chancellor Gowron docks at *Deep Space Nine*, bringing with him many victims of Cardassian aggression. Sisko convinces him to join a taskforce protecting the station.

The Bashir Changeling attaches a bomb to a *Runabout* and flies it straight toward the Bajoran sun. The real doctor warns his colleagues about the Dominion infiltrator, and Kira and Jadzia Dax realize the impostor plans to ignite a supernova which will wipe out the station, and all of Bajor. Luckily, they destroy the ship before it falls into the sun.

The taskforce stands down as soon as the false Bashir's plot is foiled. Gowron, mindful of the continuing Dominion threat, reinstates the Khitomer Accords and establishes a permanent military presence on the station. Sisko requests that General Martok be made leader of these forces.

ON SCREEN...



1 Captain Benjamin Sisko faces an almost impossible challenge: to command a joint taskforce of Federation, Klingon, and Romulan forces.



2 Gul Dukat gloatingly informs the crew of the U.S.S. *DEFIANT* that he is the new leader of the Cardassian government, which is now allied with the Dominion.



3 Fighting to overcome his acute claustrophobia, Garak squeezes into a confined crawlspace in order to make contact with a nearby *RUNABOUT*.



4 The callous Vorta warden of Camp 371 places Worf in single combat with Jem'Hadar soldiers. The Klingon's tenacity impresses the Jem'Hadar commander.



5 Major Kira and Lt. Commander Jadzia Dax stop the ersatz Bashir from flying a *RUNABOUT* loaded with explosives into the heart of the Bajoran sun.



6 Chancellor Gowron considers the Dominion to be a greater threat to the Klingon people than the Federation, and therefore reinstates the Khitomer Accords.

STARSHIP FACTS

A General Martok lost his eye in an internment camp fight with a Jem'Hadar soldier.



FILE 76 STAR TREK V: THE FINAL FRONTIER

STAR TREK V: THE FINAL FRONTIER

'STAR TREK V:
THE FINAL FRONTIER'

"I'll say one thing, Spock.
You never cease to amaze
me"

- Dr. McCoy

Part 4 The raid to free the hostages taken by the Vulcan terrorist Sybok is in full swing, but **Captain James T. Kirk** has two big shocks in store: the captured delegates have joined Sybok's cause, and the renegade leader is **Spock's half-brother**.

Shadowy figures mill about and dodge sporadic weapons fire in the smoky pall descending on **Paradise City**. The **Starfleet** team acts as a smoothly oiled machine as they attempt to rescue the three hostages from the **Vulcan Sybok** and his band of followers. **Commander Sulu** is thrown from his mount by a bazooka shell fired from the city wall, but quickly regains his composure, rising to take out the huge spotlight trained on him with his **phaser**.

Ensnared in the saloon, Sybok is alarmed by the sound of the melee. **Commander Chekov**, masquerading as captain of the **U.S.S. Enterprise NCC-1701-A** on the viewscreen, instructs him to surrender in the face of **Federation** forces, but Sybok exits the room in frustration, claiming he did not want there to be bloodshed.

The Starfleet troops are fighting a winning battle, expertly picking off the enemy using transparent shields as cover. **Captain James T. Kirk** fights his way through three assailants to the saloon, fires at the bright neon sign above the entrance, and orders **Commander Uhura**, at the helm of the shuttle, to come in to land at the settlement. **Captain Spock**, meanwhile, applies a **Vulcan nerve pinch** to a horse, sending both rider and steed tumbling to the ground.

Surprise betrayal

Kirk is attacked by the saloon's feline dancer when he enters, but after a brief struggle he manages to throw the hissing creature across the length of the room, knocking her unconscious. Spock joins him, and they are relieved to see the three hostages emerge from the back room safe and well. The Starfleet officers are shocked, however, as three crude pistols are pointed at them by those they have come to rescue.

Sybok proclaims victory as Kirk and his defeated crew are herded together and joined by Uhura. Spock detaches himself from the main group, and Sybok notices him for the first time. He is incredulous that Spock has finally caught up with him "after all these years," but all the Vulcan officer can say is that Sybok is under arrest for 17 violations of the **Neutral Zone Treaty**. Sybok throws back his head and laughs at this audacity, and the surrounding throng soon joins in.

ON SCREEN...



1 Kirk rides into Paradise City and immediately begins to take charge of the situation. But the identity of the strike team is quickly revealed.



2 Sulu falls from his charging steed as the Starfleet team storms Paradise City. The commander rolls over and aims his phaser at a huge spotlight on the city wall.



3 The three hostages emerge from the back room, but they have been brainwashed by Sybok and turn their pistols on Kirk and Spock.



4 Spock is reunited with his estranged Vulcan half-brother Sybok, but all he can say is that the terrorist is under arrest for 17 violations of the Neutral Zone Treaty.



5 On the bridge of the U.S.S. ENTERPRISE, Commander Chekov has no idea of their imminent danger as Klaa's cloaked KLINGON BIRD-OF-PREY approaches.



6 Sybok boards the GALILEO 5 with a handful of his followers and the now captive Starfleet team. The renegade intends to take over the ENTERPRISE.



STAR TREK V: THE FINAL FRONTIER Part 4

Sybok's next step is to steal the *Enterprise*. He and a select group of his followers board the *Galileo 5* with their most senior captives and the delegates; the rest of the army will be beamed aboard later. On the bridge of the starship, the unsuspecting Chekov waits nervously as **Captain Klaa's Klingon Bird-of-Prey** enters the system and cloaks. He orders shields to be raised, even though this means the shuttle will not be able to dock, and recommends the *Galileo* crew find safe harbor until the situation is secure.

Kirk explains the danger inherent in trying to dock the shuttle manually and – with the help of Spock and the **Klingon Korrd** – convinces Sybok to let him help. He tells Chekov that they will instigate "Emergency Landing Plan B" – as in "barricade." This risky plan involves forgoing the tractor beam so that the *Enterprise* shields are down for a minimal time. The horrified **Dr. McCoy** is not at all assured when the cheerful Sulu explains this will be his first attempt.

Tight maneuver

Klaa realizes Kirk is on the shuttle and changes targets. As the Klingon vessel decloaks to fire, Sulu hits the thrusters and flies through the still-opening bay doors at a tremendous speed. The *Galileo* catches the edge of the ship and hits the deck running, sparks spewing from its underside as the occupants are thrown about like rag dolls. Sulu maintains a steady if skewed course through the bay; at the last moment, a safety net springs up to prevent the craft from crashing into the bay wall.

The frustrated Klaa trains his ship's weapons back on the *Enterprise*, but the starship evades the fired **photon torpedo** by immediately going to warp. Inside the shuttle, Kirk and Sybok come to, but the Vulcan reaches the nearest weapon first. Upon exiting the shuttle, however, Kirk turns on his captor and they struggle for possession of the weapon, which goes skidding across the floor. It lands at the feet of Spock, who has recovered consciousness and stepped from the shuttle.

Kirk is no match for Sybok's strength, but Spock still cannot bring himself to shoot the renegade, even when Sybok walks over to him and the gun presses against his chest. Kirk glares at Spock balefully as he allows the gun to be taken from him. Kirk, Spock, and McCoy are then taken to the brig by **J'onn**. **Captain Scott** surreptitiously watches this from the shuttle control booth, and then sees the defiant Sulu and Uhura brought before Sybok. He hears the Vulcan

say they will be useful.

Kirk rounds furiously on Spock after they are put in the brig; by not shooting Sybok, the captain claims, Spock has betrayed the *Enterprise*. The first officer suggests he has betrayed his friend, which is worse, but he does not expect forgiveness. He explains

that he could not follow the order because it would have meant killing his brother. The supremely confused Kirk initially assumes that Spock is being overprotective of a fellow Vulcan, but Spock – to the amazement of Kirk and McCoy – explains that Sybok is a son of **Sarek**, and therefore his half-brother.

ON SCREEN...



7 Dr. McCoy is less than reassured when Sulu admits that this will be his first attempt at "Emergency Landing Plan B," literally meaning "barricade."



8 The Klingon Commander Klaa changes the tactics of his attack when he realizes that Kirk is on board the shuttlecraft and not the ENTERPRISE.



9 Sulu manages to manually fly the GALILEO 5 into the shuttlecraft bay. The shuttle finally screeches to a halt as a safety net comes up.



10 Once the shuttle is inside the ENTERPRISE a frustrated Klaa aims his weapons at the starship again, but the ENTERPRISE goes to warp as he fires.



11 Outside the shuttle, Kirk and Sybok struggle for control of a gun. But Kirk is unable to match his opponent's superior strength, and is swiftly overpowered.



12 When Kirk, Spock and McCoy refuse to join Sybok's cause, they find themselves incarcerated in the ENTERPRISE's brig.

STARSHIP FACTS

A Sybok's troops use a cobbled-together machine gun that fires small rocks during the assault on Paradise City.

A Dr. McCoy heartily offers to hold Spock so that Kirk can "knock [him] on [his] goddamn ass."



O continued

Orpax, Dr. This **Ferengi** doctor gave **Quark** his annual insurance check-up in 2372. Orpax told Quark, incorrectly, that he had **Dorek syndrome**. (*Starship Log: 'Body Parts' [DS9]*) **SEE FILES 51, 70**

Orr This **Starfleet** officer served on the **U.S.S. Okinawa** with **Benjamin Sisko** and **Captain Leyton**. In 2372, during the Changeling scare, Leyton transferred Orr as part of his takeover scheme. (*Starship Log: 'Paradise Lost' [DS9]*) **SEE FILE 70**

Orra, Jil **Gul Madred's** daughter. In 2372, she visited Madred's torture chamber to discuss her pet **wompat** and ask about a bedtime story. **Picard's** presence made her wonder if humans had parents, too. (*Starship Log: 'Chain of Command', Part II [TNG]*) **SEE FILES 50, 69**



▲ **Gul Madred made no attempt to shield his daughter, Jil Orra, from the gruesome torturing of his captives.**

Orta **Bajoran** male with an artificial voice. Orta organized a small terrorist unit after he was maimed during **Cardassian** interrogations. In 2368, Cardassians framed Orta for their strike on a **Federation** colony. (*Starship Log: 'Ensign Ro' [TNG]*) **SEE FILE 69**

Ortakin This youthful **Klingon** warrior served aboard the **I.K.S. Rotarran** in 2373. **Jadzia Dax** used Ortakin's hair to remove him from 'her' mess hall seat, as a way to command respect from the sullen crew. (*Starship Log: 'Soldiers of the Empire' [DS9]*) **SEE FILES 34, 70**



▲ **Mr. Orton mixed with the ENTERPRISE crew at a reception, but secretly plotted against them.**

Orum This assimilated **Romulan** was freed from the **Borg** collective in 2368. He became the medic for a **Delta Quadrant** colony of former Borg, and suggested using a neural collective field to save **Chakotay** in 2373. (*Starship Log: 'Unity' [VOY]*) **SEE FILE 71**



▲ **Vedek Ossan could often be found welcoming worshippers to prayer services.**

Osana caverns **Vorik** spent several summers exploring these subterranean passages, a fact he noted to **Torres** to emphasize his expertise in rock climbing. (*Starship Log: 'Blood Fever' [VOY]*) **SEE FILES 43, 71**

Osinar VI Planet populated by humanoids. In 2371, **Jake** and **Leanne** introduced **Nog** to **Riska**, whose uncle managed a bar on **Osinar VI**. (*Starship Log: 'Life Support' [DS9]*) **SEE FILE 70**

oskoid A popular **Betazed** dish. An oskoid is leafy in appearance and usually served warm. **Lwaxana Troi** brought oskoids on a picnic with her daughter **Deanna** and **William Riker** in 2366. (*Starship Log: 'Ménage a Troi' [TNG]*) **SEE FILES 18, 69**

osmotic pressure therapy Medical technique used to stabilize cell membranes in a newborn baby, following a **hemocytchemic imbalance** caused by **fetal transport**. (*Starship Log: 'Deadlock' [VOY]*) **SEE FILE 71**

Ossan, Vedek This venerable **Bajoran** monk regularly leads the prayer service at **Deep Space Nine's** Bajoran shrine. (*Starship Log: 'Resurrection' [DS9]*) **SEE FILE 70**

Osteoregenerator **Starfleet** medical personnel employ numerous advanced devices to aid in bone healing and repair, including the **osteogenic stimulator** and the osteoregenerator, which can be included in a portable med-kit. The **Hirogen**, on the other hand, perform **osteotomies** on captured prey, removing the entire skeleton as a trophy. (*Starship Log: 'Distant Voices' [DS9]; 'Resolutions' [VOY]*) **SEE FILE 70, 71**

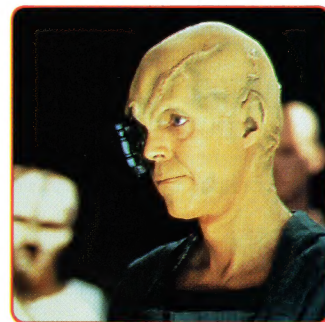
Otar II A **Federation** starbase is located on this planet. After **Data's** 'child,' **Lal**, suffered neural systems failure, he returned to the **U.S.S. Enterprise NCC-1701-D** bridge just as **Picard** set course for Otar II. (*Starship Log: 'The Offspring' [TNG]*) **SEE FILES 3, 69**

Otel, Jaret This well-connected man lived on **Sikaris** in the **Delta Quadrant**. In 2371, he conspired with **Tuvok** and **Seska** to trade a **trajector matrix** for **U.S.S. Voyager's** library of literature. (*Starship Log: 'Prime Factors' [VOY]*) **SEE FILES 18, 71**

Orpax, Dr.
Orr
Orra, Jil
Orta
Ortakin
Orton, Mr.
Orum
Osana caverns
Osinar VI
oskoid
osmotic pressure therapy
Ossan, Vedek
Osetoregenerator
Otar II
Otel, Jaret
Otner, Dr. Bejal
Otto
oumriell
outpost
Overseer, The
Owon eggs
Oxmyx, Bela
oxygen refinery
oxygen/argon atmosphere
Ozaba



▲ **The Hirogen remove the skeletons of their prey using a technique known as osteotomy.**



▲ **Orum was part of a cooperative of former Borg drones. He put old hatreds behind him to work with members of many races.**



▲ **Jaret Otel was an associate of Sikarian magistrate Gathorel Labin.**



Otner, Dr. Bejal

This **Trill** scientist tested artificial wormhole theories on **Deep Space Nine** in 2372. His sister, **Lenara Kahn**, headed the team. Otner was concerned Lenara's Kahn symbiont would reassociate with **Jadzia's Dax** symbiont. (*Starship Log*: 'Rejoined' [DS9]) **SEE FILES 46, 70**

▶ **Dr. Bejal Otner was a member of the Trill Science Ministry. He visited DEEP SPACE NINE in 2372 with his sister, Lenara Kahn.**



Otto

One of the eugenically enhanced humans who fled **Earth** in 1996 with **Khan Noonien Singh**. Following Khan's attempt to capture the **U.S.S. Enterprise NCC-1701** in 2267, Otto was exiled to **Ceti Alpha V**. (*Starship Log*: 'Space Seed' [TOS]) **SEE FILE 68**



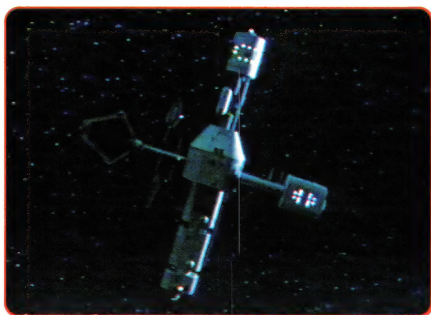
▶ **Otto was among the followers of Khan Noonien Singh. Like Singh, he believed himself to be superior to normal humans.**

oumriel

This **Halian** word means "special friend." **Aquiel Uhnari** had difficulty making friends, but characterized **Geordi La Forge** as her oumriel because he provided support when she was suspected of murder. (*Starship Log*: 'Aquiel' [TNG]) **SEE FILES 43, 69**

outpost

A small settlement, usually in a remote or sparsely populated area. **Outpost Sierra VI** is a **Federation** installation that monitors activity near the **Romulan Neutral Zone**; it detected Romulan defector **Alidar Jarok** as he crossed the zone in 2366. **Outpost 23** is another station near the Romulan Neutral Zone, but its location is a secret that **Commander William Riker** was almost tricked into revealing in 2367. **Outpost Seran-T-One** is where **Starfleet** engineers created the **dilithium** crystal chamber for the **U.S.S. Enterprise NCC-1701-D**. (*Starship Log*: 'The Defector' [TNG]) **SEE FILES 25, 69**



▶ **Remote facilities such as RELAY STATION 47 form a network of Starfleet outposts that stretches halfway across the Galaxy.**

Overseer, The

This all-powerful supernatural being was once central to spiritual life on **Mintaka III**. An accidental encounter between a Mintakan and **Captain Jean-Luc Picard** in 2366 almost revived the ancient myth of The Overseer when Picard was mistaken for the god. (*Starship Log*: 'Who Watches the Watchers?' [TNG]) **SEE FILES 7, 18, 43, 69**



▶ **The Mintakans mistook Jean-Luc Picard for the mythical Overseer, illustrating the danger of premature first contact.**

Owon eggs

Main ingredient of a non-replicated omelet breakfast prepared by **William Riker** in his quarters; the eggs were acquired on **Starbase 73**. **Worf** liked the meal, but **Geordi La Forge** and **Dr. Pulaski** did not. (*Starship Log*: 'Time Squared' [TNG]) **SEE FILE 69**

Oxmyx, Bela

Native of **Sigma Iotia II** and its most powerful 'boss' until 2268. He possessed the influential book **'Chicago Mobs of the Twenties'** on which his planet's society had been modeled. Oxmyx's reign ended when **James T. Kirk** briefly became the new boss of the planet. (*Starship Log*: 'A Piece of the Action' [TOS]) **SEE FILES 18, 68**

▶ **Bela Oxmyx appropriated the methods of Earth's gangsters after reading a book about them.**



oxygen refinery

This industrial plant on the **Monean** ocean-planet extracts oxygen from the water, allowing the Moneans to survive submerged. The refinery was deemed responsible for the planet's dangerous loss of containment. **Lt. B'Elanna Torres** designed an oxygen replication system to help alleviate the problem. (*Starship Log*: 'Thirty Days' [VOY]) **SEE FILES 18, 71**

oxygen/argon atmosphere

One of the characteristics of a **Class-L** planet. The **Delta Quadrant Briori** homeworld had an oxygen/argon atmosphere. (*Starship Log*: 'The 37's' [VOY]) **SEE FILES 4, 71**

▶ **The Briori homeworld had a large percentage of argon in its atmosphere, but this posed little danger to the VOYAGER crew.**



Ozaba

Federation scientist. In 2268, he was observing a sun in the **Minaran star system**. Ozaba and his associate, **Dr. Linke**, were on **Minara II** when the **Vians** abducted and killed them. (*Starship Log*: 'The Empath' [TOS]) **SEE FILES 18, 68**



P

PADD

Commonly used acronym for the **Personal Access Display Device**, a portable electronic terminal and notepad. Some PADDs communicate with a main computer to save and retrieve data, while others merely replay previously stored information. (*Starship Log*: 'Encounter at Farpoint' [TNG]; 'Emissary' [DS9]; 'Caretaker' [VOY]) **SEE FILES 66, 69, 70, 71**

PCS

Acronym for **Pulaski's Chicken Soup. Dr. Pulaski's** prescription for influenza was a combination of **tryptophan-lysine distillates** and liberal doses of PCS. (*Starship Log*: 'The Icarus Factor' [TNG]) **SEE FILE 69**

PTC

Power transfer conduits are vital elements in controlling antimatter leakage and reaction containment in *Intrepid*-class warp engines. The PTC temperature typically must be kept below 3.2 million Kelvins to avoid a core breach. (*Starship Log*: 'Investigations' [VOY]) **SEE FILES 29, 71**

PXH pergium reactor

This kind of power generator was considered outdated by 2267, but was still in use on a dozen planets. The reactor on the mining colony **Janus VI** had its main circulating pump stolen by a **Horta**. (*Starship Log*: 'The Devil in the Dark' [TOS]) **SEE FILES 7, 68**



▲ The miners of **Janus VI** searched their extensive network of tunnels for the **Horta**, an indigenous creature that had damaged their **PXH** reactor.

P'Rang, I.K.S.

This **Klingon Battle Cruiser** escorted the **I.K.S. T'Pol**, a sleeper ship that had been reawakened after 75 years, to **Qo'noS** in 2365. (*Starship Log*: 'The Emissary' [TNG]) **SEE FILES 34, 69**

P'tahk

Klingon insult. Defecting **Romulan** Admiral **Jarok** called **Worf** a p'tahk in 2366, and Klingons used the same term to describe Romulans in **Quark's bar**. **B'Elanna Torres's** Klingon self called her human version a p'tahk. An alternate spelling is **pahtk**. (*Starship Log*: 'The Defector' [TNG]; 'The House of Quark' [DS9]; 'Faces' [VOY]) **SEE FILES 11, 69, 70, 71**



▲ Small, handheld PADDs come in a number of designs but all can hold an amazing amount of information and data.

P'Trell, Chirurgeon Ghee

Federation Medical Council nominee for the 2371 **Carrington Award**. P'Trell was recognized for work in the field of gerontological research on **Andoria**. (*Starship Log*: 'Prophet Motive' [DS9]) **SEE FILE 70**

Pa'Dar, Kotran

This **Cardassian** served on **Bajor** during the occupation, during which time terrorists killed his family. In 2370, **Gul Dukat** learned Pa'Dar's son was alive and living with adoptive **Bajoran** parents. He intended to use this revelation to ruin his old rival. (*Starship Log*: 'Cardassians' [DS9]) **SEE FILES 50, 70**

Pabst, Douglas

Editor of the 1950's American science fiction magazine '**Incredible Tales**', in an alternate reality glimpsed by **Benjamin Sisko** in 2374. Pabst would not publish **Benny Russell's** story '**Deep Space Nine**' because it featured a **Negro** captain, and he feared an unfavorable public reaction. (*Starship Log*: 'Far Beyond the Stars' [DS9]) **SEE FILE 70**

Pacifica

The vast oceans of this scenic planet are terminated by white, sandy shorelines. In 2364, **Governor Delaplane** was **Pacifica's** chief officer. A **Pacifica** conference in 2365 was saved from disaster when **Lwaxana Troi** unmasked **Antedean** assassins. (*Starship Log*: 'Conspiracy' [TNG]) **SEE FILES 3, 69**

Paffran

Capital city on the **Vhnori** planet, situated near the equator. It has an advanced **Thanatological Institute** equipped to perform microcellular studies. (*Starship Log*: 'Emanations' [VOY]) **SEE FILES 18, 71**

pagh

Spirit and life force in the **Bajoran** faith. The pagh is renewed by the **Prophets** in the **Celestial Temple**. Religious officials can assess the strength of an individual's pagh by grasping their earlobe. A **pagh'tem'far** is a sacred vision, a communication from the **Prophets** that reveals the future. (*Starship Log*: 'The Emissary' [DS9]) **SEE FILES 10, 43, 70**

PADD
PCS
PTC
PXK pergium reactor
P'Rang, I.K.S.
P'tahk
P'Trell, Chirurgeon Ghee
Pa'Dar, Kotran
Pabst, Douglas
Pacifica
Paffran
pagh
Pagh, I.K.S.
Pah-wraiths
Pahash
Pain Modulator
painstik
Painter, Mr.
Pakleds
pakra
Pala Mar
Palamar
Palamarian Freedom Brigade
Palamas, Lt. Carolyn
Palaxia
Pallis, Delon
Palliantyne peas



▲ Douglas Pabst was not prepared to print a story that might offend the narrow-minded sensibilities of his 1950's readership. He did not think his magazine's audience would accept a **Negro** captain.



▲ Bajoran religious figures such as Kai Opaka can sense what lies in a person's heart by grasping their earlobe, allowing them to sense the 'pagh.' This is an idea similar to the Judeo-Christian concept of a soul.

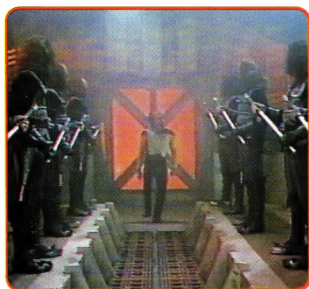


Pagh, I.K.S. *K'Vort*-class *Klingon Bird-of-Prey*. In 2365, **William Riker** became its first officer, under **Captain Kargan**, as part of the **Officer Exchange Program**. (*Starship Log*: 'A Matter of Honor' [TNG]) **SEE FILES 34, 43, 69**

Pah-wraiths These malevolent noncorporeal life forms were exiled from the **Celestial Temple** by the **Bajoran Prophets**, to the **Bajoran fire caves**. In 2375, **Dukat** led a cult that worshiped the Pah-wraiths, and, disguised as a Bajoran, conspired with **Kai Winn** to use the **Kosst Amojan** to liberate them. Captain Sisko foiled Dukat's plan (*Starship Log*: 'The Assignment' [DS9]) **SEE FILES 10, 47, 50, 70**

Pahash **Miles O'Brien** took this **Klingon** name for the duration of an undercover mission into Klingon space in 2373. Pahash was the son of **Konjah**, and had fought at **Mempa**. (*Starship Log*: 'Apocalypse Rising' [DS9]) **SEE FILE 70**

Pain Modulator Integral component of **Dr. Chaotica's Cradle of Persuasion**, along with the **Brain Probe**, used to aid interrogation. (*Starship Log*: 'Bride of Chaotica!' [VOY]) **SEE FILES 29, 71**



painstik This **Klingon** ceremonial staff delivers an agonizing electrical punch. Many Klingon rituals, including the **Age of Ascension**, involve enduring pain with grace. (*Starship Log*: 'The Icarus Factor' [TNG]) **SEE FILES 11, 43, 69**

▶ **Holographic warriors lined up to hit Worf with painstiks during his Age of Ascension ceremony.**

Painter, Mr. This *U.S.S. Enterprise NCC-1701* crew member often served as duty navigator in 2267. He established orbit around **Omicron Ceti III** and located the colonists' settlement. (*Starship Log*: 'This Side of Paradise' [TOS]) **SEE FILES 20, 68**

Pakleds This race of humanoids, of which **Captain Grebnedlog** was a member, appear simpleminded and helpless and use this trait to steal technology from others. In 2365, the Pakleds kidnapped **Geordi La Forge** after tricking him into helping them. The Pakleds mined **magnesite ore** on **Kalla III**, and also helped **Lore** in 2364. (*Starship Log*: 'Samaritan Snare' [TNG]; 'Prophet Motive' [DS9]) **SEE FILES 18, 40, 69, 70**



▶ **Pakleds are heavy and slow, traits that makes them appear stupid whereas they are in fact rather shrewd.**

pakra **Native American** ritual. **Chakotay** borrowed a shuttlecraft in 2372 so that he could be alone while performing this meditation ceremony to honor the anniversary of his father's death. (*Starship Log*: 'Initiations' [VOY]) **SEE FILES 18, 43, 71**

Pala Mar A locale on the **Delta Quadrant** planet **Lav'oti V**. It is the site of the fetid mud pits into which **Tom Paris** slipped, a moment immortalized in the **EMH's holoslide** show. (*Starship Log*: 'Nothing Human' [VOY]) **SEE FILE 71**

Palamar Sovereignty ruled by the **Regent of Palamar**. By 2373, the Regent's successor, **General Nassuc**, turned against him to form the **Palamarian Freedom Brigade**. The Regent came to **Deep Space Nine** to purchase weapons from **Quark**, who welcomed him with a meal that included **Palamarian sea urchin** lightly sautéed with garlic. (*Starship Log*: 'Business As Usual' [DS9]) **SEE FILE 70**



▶ **Quark laid on a formal dinner for the Regent of Palamar, while planning to sell arms to both sides of the Palamarian civil war.**

Palamarian Freedom Brigade This group of armed dissidents were opposed to the rule of the **Regent of Palamar**. **Quark** offered to sell weapons to **General Nassuc**, leader of the Brigade, as well as her rival, the Regent, in 2373. (*Starship Log*: 'Business As Usual' [DS9]) **SEE FILE 70**

Palamas, Lt. Carolyn Crew member on the *U.S.S. Enterprise NCC-1701* in 2267. She served as the archeology and anthropology officer. On **Pollux IV**, Palamas was wooed by the would-be god **Apollo** but was forced to reject his advances in order to save her crewmates. (*Starship Log*: 'Who Mourns for Adonais' [TOS]) **SEE FILES 4, 18, 20, 68**

▶ **Carolyn Palamas's beauty caught the eye of Apollo, who had once been worshiped as a god.**



▶ **Memories of Palaxia and her death from the effect of the metreon cascade haunted Neelix for years.**

Palaxia This **Talaxian** girl initially survived the **metreon cascade**. She was rescued by **Neelix** but died from the devastating effects of **metremia** within a few weeks. Neelix was haunted by the memory of watching her wither away. (*Starship Log*: 'Jetrel' [VOY]) **SEE FILES 18, 43, 71**

Palis, Delon **Dr. Julian Bashir** almost married this woman after graduating from **Starfleet Medical**. She was brilliant, gorgeous, and a ballerina. Bashir gave up Palis and an important job in France offered to him by her father in order to remain in **Starfleet**. (*Starship Log*: 'Armageddon Game' [DS9]) **SEE FILES 43, 70**

Palliantyne peas **Delta Quadrant** cuisine. **Neelix** served Palliantyne peas, sprinkled with spices, to **Kes** during an intimate dinner in her quarters. (*Starship Log*: 'Parturition' [VOY]) **SEE FILE 71**